

Election

Applicant elects Claims 22 to 27 and 32 and 38 and Group 1 drawn to interactive amusement devices and reserves the right to file Divisional Applications for the non-elected claims.

In the Claims

Please substitute the existing listing of claims for the earlier versions.

Listing of the Claims

Claims 1 through 21 canceled

22. (Previously presented) An amusement device comprising:
- (a) a body;
 - (b) features carried by the body;
 - (c) means for powering the device and at least some of the features, said means for powering carried by the body;
 - (d) a swipe card reader, said swipe card reader carried by the body; and
 - (e) a microprocessor operably coupled to the means for powering and the swipe card reader.

23. (Previously presented) The device of Claim 22 comprising an information card configured to be swiped through the swipe card reader, the information card comprising:

- (a) card game information displayed on the face of the information card; and
- (b) device actuation information, the device actuation information configured to be transmitted to the microprocessor.

24. (Previously presented) The device of Claim 22 further comprising armor configured to be attached to the body of the device.

25. (Previously presented) A transforming interactive amusement device comprising:

- (a) a body;
- (b) at least two transport elements moveably connected to the body;
- (c) at least two arms moveably connected to the body;
- (d) a motor associated with the body, the motor operably coupled to the at least two transport elements;
- (e) a microprocessor operably coupled to the motor, the microprocessor being adapted to command the motor to perform an action;
- (f) a swipe card reader associated with the body, the swipe card reader adapted to receive enhancement data from a swipe card and transmit the enhancement data to the microprocessor, wherein the enhancement data enhances a function of the device;
- (g) a wireless receiver associated with the body, the wireless receiver adapted to receive a wireless communication and transmit the wireless

communication to the microprocessor;

- (h) a unit wireless transmitter associated with the body, the unit wireless transmitter operably coupled with the microprocessor and capable of wireless communication with a second interactive amusement device; and
 - (i) a remote wireless transmitter operably coupled by wireless communication with the wireless receiver;
- wherein the device transforms into at least two different forms.

26. (Previously presented) The amusement device of Claim 25 further comprising:

- (a) card game information displayed on the face of the swipe card; and
- (b) the enhancement data.

27. (Previously presented) An interactive amusement device comprising:

- (a) a body;
- (b) a launchable element connected to the body;
- (c) a launch mechanism associated with the body, wherein the launch mechanism is operably coupled to the launchable element;
- (d) a motor operably coupled to the launch mechanism, wherein the selective actuation motor launches the launchable element; and
- (e) a swipe card reader operably coupled to the motor, the swipe card reader configured to actuate the motor upon receiving a swipe card.

28. (Withdrawn) A game method comprising;
providing at least two information carrying cards, the cards comprising;
card game information displayed on the face of each of the at least two
information carrying cards; and
device actuation information, the device actuation information configured
to actuate physical activity in an amusement device;
distributing the cards to at least two players; and
the at least two players using the game information to compete in a card
game.
29. (Withdrawn) The game according to Claim 28, wherein the physical activity of
the amusement device coincides with the card game being played with the information carrying
cards.
30. (Withdrawn) The game according to Claim 28, wherein the information carrying
cards are collectable.
31. (Withdrawn) The game according to Claim 28, wherein the information carrying
cards are swipe cards.
32. (Previously presented) An interactive amusement system capable of
performing at least two functions and comprising:
(a) a body;
(b) a motor associated with the body;

- (c) a microprocessor operably coupled to the motor, the microprocessor being adapted to command the motor to perform an action;
- (d) a wireless receiver associated with the body, the wireless receiver adapted to receive a wireless communication and transmit the wireless communication to the microprocessor;
- (e) a unit wireless transmitter associated with the body, the unit wireless transmitter operably coupled with the microprocessor and capable of wireless communication with a second interactive amusement device;
- (f) a remote wireless transmitter operably coupled by wireless communication with the wireless receiver; and
- (g) a swipe card reader associated with the body, the swipe card reader adapted to receive data from a swipe card and transmit the data to the microprocessor, wherein the data provides for changing the at least two functions, the changes being selected from the group consisting of:
 - (1) changed number of functions; and
 - (2) changed speed of functions.

33. (Previously presented) The interactive amusement system according to Claim 32, wherein the swipe card comprises game information on a face of the swipe card, wherein the game information is configured to be used in a card game.

34. (Previously presented) The interactive amusement device of Claim 32,

further comprising a control switch associated with the body, the control switch being configured to actuate at least one of the at least two functions.

35. (Previously presented) An interactive amusement device of Claim 34,

wherein the control switch is configured to shut down the amusement device.

36. (Previously presented) An interactive amusement device comprising:

- (a) a body;
- (b) a launchable element associated with the body;
- (c) a launch mechanism associated with the body, the launch mechanism configured to propel the launchable element away from the body;
- (d) a motor operably coupled to the launch mechanism, wherein selective actuation of the motor launches the launchable element; and
- (e) a swipe card reader configured to read a swipe card, whereby the motor is selectively actuated.

37. (Previously presented) A transformable interactive amusement device,

comprising:

- (a) a body;
- (b) a motor associated with the body;
- (c) a microprocessor operably coupled to the motor, the microprocessor configured to actuate the motor to propel an action;
- (d) a swipe card reader configured to read a swipe card whereby the

microprocessor is actuated; and

- (e) at least two moveable elements moveably coupled to the body, the at least two moveable elements operably coupled to the motor, wherein the body and at least two moveable elements are reconfigurable whereby the device is transformable.

37. (Previously presented) The device of Claim 37, further comprising at least two coupling configured to couple the at least two moveable elements to the body, wherein the at least two couplings are configured to allow the body and the at least two moveable elements to be reconfigurable.